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ABSTRACT

This book offers an updated look at the technologies that are impacting education. Designed for educators who are interested in the instructional applications of technology, the book provides information about current technology standards for students and teachers, as well as research related to the effectiveness of technology in education. It also presents an overview of: (1) computer graphics, including color, compression, graphic file formats, fonts, and digital cameras; (2) advanced computer graphics, including animation, 3D graphics, and virtual reality; (3) digital audio, including recording, educational applications, compact disc-audio, text-to-speech synthesis, voice recognition, MIDI (Musical Instrument Digital Interface), and audio on the Internet; (4) digital video, including preproduction, production, postproduction, and distribution; (5) local area networks, including cables, repeaters, hubs, Ethernet, network interface cards, bridges, network operating systems, and wireless LANs (Local Area Networks); (6) telecommunications, including the World Wide Web, Internet research in the classroom, communication activities, and access options; (7) distance learning, including audio, video, and computer technologies; and (8) assistive technologies, including input devices and software, and output devices and software. Each chapter includes a scenario to illustrate implementation techniques, a list of educational applications related to the technology, detailed graphics, and glossaries and resources. (Contains an index.) (MES)

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